

Figure 1

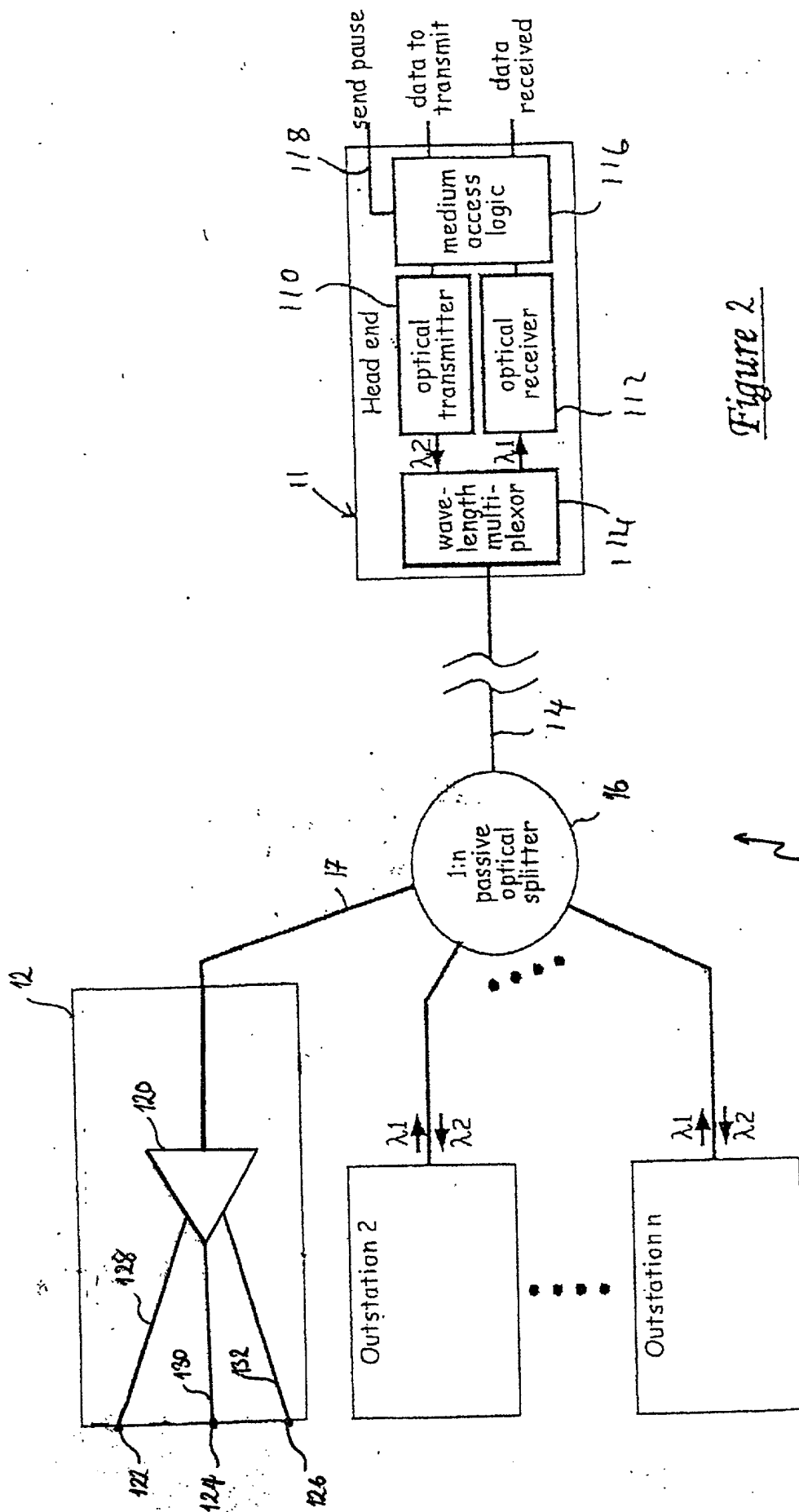


Figure 2

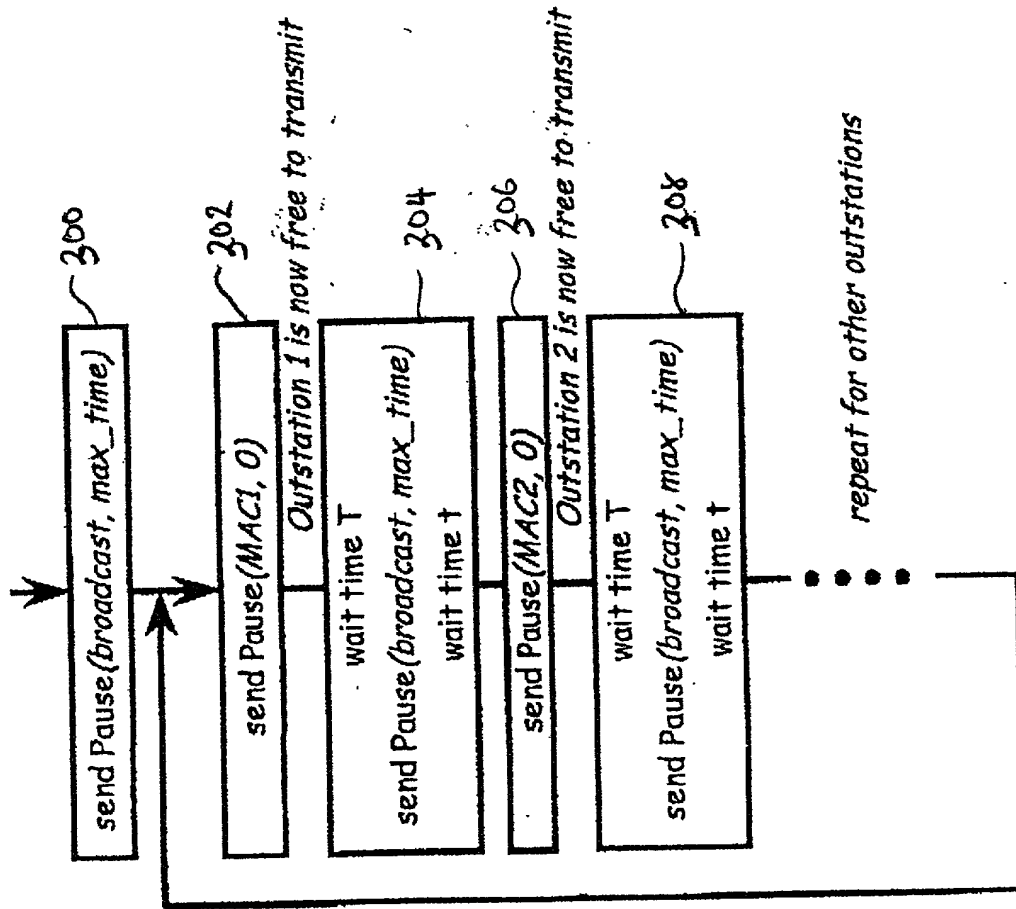


Figure 3

T nominal length of timeslot for each outstation

t overlap time - allows for completion of packet in progress and differential propagation delay

Total polling time is  $n * (T+t)$ , where

n= number of outstations

max\_time - calls up maximum delay (~32ms)

broadcast - well known broadcast address for control packets

MAC1, MAC2, etc - individual station MAC addresses

400



- Preamble 7 bytes
  - SFD 1 byte
  - DA 6 bytes
  - SA 6 bytes
  - T/L 2 bytes
  - data variable
  - pad variable
  - FCS 4 bytes
- Pattern to establish clock synchronisation
- Start of frame delimiter
- Destination address - address of node to which frame is directed
- Source address - address of sending node
- Type/length - indicates either type of frame or length of payload
- Data to be transmitted
- Included to pad frame size to minimum permitted value (64 bytes) if data field is short
- Frame check sequence

Figure 4

500

preamble	SFD	DA	SA	T/L	code	time	pad	FCS
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Preamble	7 bytes	Pattern to establish clock synchronisation						
SFD	1 byte	Start of frame delimiter						
DA	6 bytes	Destination address - normally set to multicast address hexadecimal 01-80-C2-00-00-01						
SA	6 bytes	Source address - address of sending node						
T/L	2 bytes	Type/length - set to hexadecimal value 88-08 to indicate a control frame						
code	2 bytes	Operation code representing a Pause Control frame - hexadecimal 00-01						
time	2 bytes	Length of time to interrupt transmissions (measured in quanta of 512 bit times)						
pad	42 bytes	Included to pad frame size to minimum permitted value (64 bytes)						
FCS	4 bytes	Frame check sequence						

Figure 5